

WINTER 1984/5

ACTIVISIONTM
SOFTWARE CLUB

GHOSTBUSTERSTM THE COMPUTER GAME.

BY DAVID CRANE



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HEY! Anybody NOT seen a Ghost?

AVAILABLE FROM SELECTED EDWARDS OF BOOKS, WH SMITH, JOHN HENRI, LEASLEY, SPECTRUM, ALDERMANS, BROADBENT
AND GOOD COMPUTER SOFTWARE STORES EVERYWHERE

HEY! Anybody Seen a Ghost?

Ghostbusters has taken everyone by storm! The film is great – you must see it, and everyone is raving about Activision's latest, greatest hit – our Ghostbusters computer game.

We gave our top designer, David Crane (he designed Pitfall I, Pitfall II and Demolition, you'll remember) the challenging task of creating our Ghostbusters software, when we acquired the exclusive worldwide rights from Columbia Pictures. As you know, the Ghostbusters film has been a sensational hit in the U.S., streaming ahead of all other drama titles released this year.

We're bringing out Ghostbusters for the Commodore 64 (cassette and disk) and the Sinclair Spectrum (cassette) well in time for Christmas – so get down to your dealer now to try it! Then early next year we'll be producing versions for BBC Acorn, MSX, Amstrad home computers and other leading systems – so watch this space!

WHAT'S IT ALL ABOUT?

Ghostbusters tells the story of three very off-beat parapsychologists in New York who set up a totally bizarre business to fight paranormal occurrences (ghosts to you and I) which are plaguing the city. The key to the film's amazing success is that Ghostbusters provides cinema audiences with action-packed FAMILY entertainment.



GAMEPLAY

Ghostbusters. The computer game follows the film closely, and you can sing along with the theme by Ray Parker Jr. by following the bouncing ball along the lyrics on the screen. Pressing the touch bar yields the Ghostbusters cheer to punctuate the tone in the right place.

The purpose of the Ghostbusters computer game is to ward a ghost invasion of New York — a disaster of biblical proportions — and make sure your Ghostbusters make it. In a final dramatic showdown at the Temple of Zoro! What makes the whole thing even different and exciting is that you're given such to build a Ghostbuster franchise: you choose and equip your own vehicle, and all the time your debts are being paid up or down — depending on how adept you are at Ghostbusting!

You have all sorts of amazing and sophisticated gadgets to help your task — like an Energy Detector, Image Identifier, Mathematical James, Ghost Vacuum, Ghost Trap, Ghost Net and a Laser Containment System. It's up to you to search for, catch and store ghosts (Slimer), the dressed Mathematical Man and dimension ghosts (Rosenfeld) through a seemingly endless series of adventures and unscripted spooky happenings!

Detailed New York streetmaps position you in an aggressive Ghostbusting stance — then you're on your best in numerous different ways against the ever-flying enemy!

You can call up a Status Report on how you're doing at any time — and if you don't get "slimed" you know you've made it as a Ghostbuster when you finally seek two Ghostbusters into the entrance of the Temple of Zoro where the final battle begins.

If you are successful and earn enough money, you'll get your own Ghostbusters franchise and your very own score number which you can use the next time you play Ghostbusters. And here's a truly unique feature from Activision: you can use your own secret number on any version of Ghostbusters anywhere in the world — try it!



New for the Commodore 64

Commodore 64 is a registered trademark of Commodore International, Inc.

We let Andrew McDonnell loose with a whole pile of our new Commodore 64 software – all over half term. These reviews are all his.

Andrew is fifteen, and his hobbies are photography, politics and – guess what – home computing! With the accent on Adventure-type games, he says.



Our Commodore 64 Software Checklist

CASSETTE

Beamrider
Decathlon
Designer's Pencil
Ghostbusters

HERO

Pinball
Pinball II
River Raid

Toy Box/arcade

Jump

DISK

Decathlon
Pinball II
Pinball II

Even Fast!

Top Gunners
Zang

And coming soon!

Designer's Pencil
Ghostbusters
Space Shuttle



BEAMRIDER



DECATHLON



PINBALL



GHOSTBUSTERS



DESIGNER'S PENCIL

BEAMRIDER

The playing field in this game is tilted to give a 3D perspective. After a top-down view from the top jumping from beam-to-beam and it is your job to shoot them. After each vector a mother ship appears and this must be hit by one of three torpedoes. To make matters worse this screen can explode and the mother ship is protected by special rays. The concept behind this game is a strong one: the speed of the ship and the 3D effect draw you into the screen. Definitely for the maturing Space Invaders fan.

DECATHLON

This game follows all ten events of the Olympic Games. 1-4 players can compete and all events can be played in sequence or individual events can be selected for practice. The graphical representation is absolutely fantastic, especially in the high jump, pole vault, long jump, and throwing events. Movement is exceptionally smooth. The player controls the athlete by moving the joystick left and right and appropriate use of the fire button.

Get Juggin'! I was exhausted after playing the game!

DESIGNER'S PENCIL

This graphics language is an ideal way to learn the basics of computing. Instructions are selected by joystick, from a 'tutorial' and are then transferred to the screen. When the program is run a pencil appears on the screen and draws your picture.

Things I particularly liked:

Twelve demonstration programs are included in the package and these can be altered in order to see the results. The program also allows you to compose a three-voice tune. This is fun to do, and my eight year old brother was using it after a few minutes.

GHOSTBUSTERS

Rarely do I come across a game of this calibre. After downloading success with Pinball II and Quail Decathlon, the brilliant U.S. designer David Crane, brings us his latest epic: the game of the film GHOSTBUSTERS.

Loaded, slightly speeded up by use of a turbo loader and, this accomplished, I discovered not only that the game has impressive graphics but excellent music. One cheat (opening the game) and speech (yes, it talks!).

Your primary task is to refuel your car and check it with accuracy. However some goods may be out of the price range of the beginner.



There's a lot more to the Sinclair Spectrum than meets the eye!

Beginners or experts...read on.

Our Spectrum Software Checklist

Beginners
Designer's Pencil
Enduro

Overlanders
M.I.I.C.
Petal II

More Road
Space Shuttle
Zang



We asked a software reviewer from a well-known magazine for his thoughts on...

MAKING THE MOST OF YOUR SPECTRUM

You're the proud owner of a Sinclair Spectrum — to what exactly are you going to do with this funny little black box with its funny little rubber keys? Of course you may have had some really definite ideas in mind when you bought it, but on the other hand it may have been a rather bewildering purchase. Don't worry, you will be amazed by the versatility of this weird little machine.

If you've bought the Spectrum so that you or your children can learn about computers, then all you need to do is unbox the machine, plug it in as instructed by the excellent manual, and you're ready to go. The Spectrum contains a built-in computer language called BASIC and you'll be surprised at how quickly you master this. The example programs given in the manual are worth making through, and you'll find plenty more programs to be had in the popular computer magazines and in the many books that have been written about the machine. These will be mostly games, but you can learn a lot from studying how they work.

SOFTWARE

But of course you may not really want to program yourself, and even if you do, you may well want to go beyond the supplied BASIC. So the next problem is choosing suitable software to really make your Spectrum come alive. You'll find yourself spoiled for choice. Games, computer languages, programmer's tools, even business software and word processors, for you're where they sell in profusion.

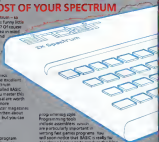
Software however varies a lot in quality and price. You can waste a lot of time and money on badly written programs, so it's important to look around. First of all, look at the review columns in the computer magazines, such as *Your Computer* or *IT*. If, secondly, and this is very important for business packages or system software, try to get to see it in situ at your retailer or at a Computer Show.

System software is probably the most mysterious category of program. Under this heading come fourth and fifth languages, which are alternative computer languages to BASIC, and the sadly many lotus leafers

programs which exist. Programming tools include assemblers, which are particularly important in writing fast games programs. They will tell you that BASIC is really too slow a language to produce the kind of fast games, for example the fine *River Raid* from Activision, which makes the Spectrum such an attractive machine.

These games are in fact written in machine code, a rather obscure language which the Spectrum understands at silicon chip level. Assemblers provide a way of writing in this, and although machine code takes a while to learn, who knows, you may produce a successful commercial program! There are many other sorts of 'workhorse' software, from programs that simply add new commands to Sinclair BASIC, to adventure games design packages. Much of the best system software is marketed by Sinclair themselves.

Business software, such as word processors or accounts, is available for the Spectrum, although it has to be said that it's not really what the machine is designed for. That rubber keyboard just isn't made for fast typing.



ADD-ONS

Which leads us on to other hardware. Particularly if you are upgrading a third processor, or if you want to let your own programs (you'll need to buy a printer) The cheapest in Sinclair's range is remarkably big at around £30. It only produces forty character wide strings on special conductive paper, but at the price which complaining? The Spectrum can be used with more advanced printers, but these usually cost more than the computer itself, and require special 'interfaces' - stagger circuits - to make them work.

A wide range of add-ons is available. You may have heard of the famous Adorn drive. These provide an alternative to cassettes as a way of storing information, and are much faster. Specialised hardware such as graphics drawing tablets, monitors which allow you to communicate with other computers via the phone line, and voice synthesisers, abound. But the one you'll want most of all, I'd guess, is an adaptor which will let you use joysticks for playing games. There are numerous joystick adapters, the most well known being from Kensington who have just produced a universal interface to take any kind of joystick.

You can play three quite extensively using the keyboard, but to get the real feel you need joystick control.

Activision's output reflects the incredible variety of real time action available on the Spectrum. Their celebrated River Raid is widely regarded as a least more you have to manoeuvre a fast attack plane up a river valley destroying bridges as you go. Some systems assume action is limited as this place a fixed a block with enemy aircraft, tanks and ships. If you're not feeling warlike, however, Janp offers an alternative. A mystical game (it's where you have to adjust a matrix of points so that they will connect with 'The Source'. You still need speed though - it has to be done in a limited time.

Or you may see yourself behaving when I of a fast car. Activision's Enduro will severely test your road skills night and day, through weather conditions including fog and ice. You must beat the game, pass all the other cars. An exhausting game. As the BBC would suggest, that's so let up. There's not much respect in H.I.P.O. either is the rescue game you descend deep into the bowels of the earth, dodging and escaping vampire bats and spiders and blowing up explosives to rescue the trapped miners. But once again, time is running out.

These products epitomise the amazing range of Spectrum software. As you sample more and more, you'll be amazed at what an ancient looking black box can get up to!

You'll know you're hanging for joysticks pretty quickly. Because games really are the Spectrum's strong suit. In a machine, and games designers have had time to produce some incredible programs. But be on your guard - there's still an awful lot of dross on the market, and some of it is quite high priced.

AND GAMES

Games programs tend to fall into one of two categories. For the time being, let's take the more thoughtful approach to game play. Adventure games can offer hours of distraction. These involve the player moving around inside a fictional world, picking up and using objects, solving puzzles involving traps and mazes, and making strange beings. From where to play, Adventure can be based on many themes, detective thrillers, science fiction and sword and fantasy among them.

But what you'll need the joystick for is a good rip-roaring action game. Arcade or 'real time' games are what everyone thinks of when they think computers, and many of the best are written for the Spectrum.



MSX

By this time next year 'MSX' will be an integral part of many computer owning households' everyday life. In the meantime - here's the lowdown on the system: from an expert.

Our MSX Software Checklist

Beamerlites
H.E.A.O.
Mistfall II
Power Rad

And coming soon
Designers' Dream
Shootdown
Space Shuttle

MSX - THE NEW STANDARD

by Gareth Rowlands: group editor of MSX Computing and What MSX? magazines.

If you haven't heard the initials MSX by now - you soon will! They stand for a new range of microcomputers (mainly from Japan) and there's a very good chance they're going to take the British market by storm. When the Japanese decide to sell something, they usually succeed - just look at cars, cars, motorcycles, hi-fi and Walkmans.

The MSX machines on sale now cost between £250 and £300 and come from household names like Canon, IBC, Mitsubishi, Panasonic, Sony, Sanyo and Yamaha. In 1985 more big companies will join, and the first European machines - from Philips - will arrive. By the end of the year there could be as many as 20 companies making MSX micros.

So what, you may ask. What's all the fuss about? The answer's simple. MSX is a standard - like VHS or Betamax in the video world - and it means that all these micros will be able to run the same software and share the same peripherals. You could have a Sony computer running Adobe art software, plugged into IBC disk drive with a Canon printer, Sanyo light pen and Panasonic communications port. Or vice versa.



HERO



FULLY "PORTABLE" SOFTWARE

Any MSX software will run on any MSX machine, and all peripherals will be compatible with all machines. That's good news for a number of reasons. First of all, any program you write will be 'portable' (so use the jargon) on so many machines, and you'll be able to share expensive things like printers with your mates. Secondly, because there are so many manufacturers involved, they'll be competing pretty fiercely - and that means attractive prices. Users will no longer be held to ransom by the manufacturers of their machine and the chance of people like Sony or IBC going bust is pretty remote - which means that you can be absolutely sure that MSX is going to be around for a long time.

AS GOOD AS IT SOUNDS?

However, MSX is also proving to be pretty controversial. A lot of influential British voices have been writing MSX off as 'too late', 'tabula' or 'old technology'. Most of these comments are based on the fact that the MSX standard specifies chips that have been around for a long time - just when a new generation of chips is finding its way into British and American computers.

Unfortunately for the pundits, 'old' doesn't mean 'bad' - it is still the Devil. The processor used by MSX is the Z80 (as used in the familiar ZX81, Spectrum and many others) and processor information in these 'works' 16-bit and 32-bit processors are becoming

increasingly common.
But programmers
the world over
know that



even the Z80 chip
inside out. They can
virtually make it sing and
dance. It also means that a
business operating system - a kind of
software environment - called CP/M can be
used with MSX machines, and that means the MSX
owner can get at literally thousands of business
software packages.

Software houses will find it easy to write game
programs for MSX - consoles are already coming on
the market, including Benetton's Decathlon (Intel's
and Zeng from Activision). And they'll be able to use
the powerful sound and graphics chips in the
machines to make their games really exciting.

MSX STANDS FOR...

MSX takes its name from a company called Microsoft - that's where the M and the S come from - while X stands for extended - and refers to the basic language built into the machines. MSX Basic is in fact a very close relative to the Basic written by Microsoft for the IBM PC, now virtually the business world's standard. But the MSX specification calls for a lot more than just 128K of ROM with that language in it. The whole internal architecture of the system is defined in such a way that it's a single matter to add extra RAM (memory) peripherals - and effects of plug-in modules.

Already out in the UK at Yamashita COSM, 128K worth of RAM more hooked up with a very sophisticated FM sound synthesiser. When MSX Computing asked Iain Kershaw to play with one and tell us what he thought, he said he wanted to buy one to use on stage! And early in 1985, JVC will have a MSX machine that links up with a video recorder so that you can film your home movies. Later, Philips and Pioneer will produce machines that link up with a video disc player for some extremely spectacular games. One I played in Japan was a pretty straightforward space 'zap 'em' game. Except that the spaceship was flying over a 'real' landscape and past 'real' stars. And like sitting in the front row of the cinema watching Star Wars, but you're actually in there fighting with the robots!

THE FUTURE FOR MSX

More than that, MSX machines will be made that hook up to hi-fi, central heating systems, burglar alarms - almost anything that would benefit from being under computer control. They could even be built into TV's (one already is in Japan!). The possibilities are almost literally endless, and because so many companies will be competing with each other on features, not the latest microchips, they will exploit every opportunity.

In the future, new generations of MSX machines will appear - all compatible with current machines and which will take MSX right into the heart of 'personal' computing. I'm willing to bet that MSX will see a MSX computer with built-in floppy disk drive perhaps one of the next 1% will come from Sony - and with a professional standard display. Beyond that there could be 16-bit MSX machines. And software you buy from Activision today will run on it!



RIVER RAID

ACTIVISION SOFTWARE CLUB "STICKERS" OFFER

SPECIAL "STICKERS" LUCKY DIP

We have 100 sheets (12 per sheet) of assorted Activision stickers to give away exclusively to our younger Members! We have had a limited number of stickers printed (see Club stickers appearing again) - and we want you to all agree they are definitely worth collecting. We are offering a complete sheet free of charge to the first 100 completed members entered!

To fill in the coupon and post it to: **Activision Software Club (Stickers)**

137 Parkside Road, Maidenhead, Berks SL6 1PP

Name

Address

FC09

Membership No.

ONSI... COMPETITIONS! ... COMPETITIONS! ... COMPETITIONS! ... COM

SPOT THE DIFFERENCE COMPETITION

Below you will see two pictures which may look identical but on closer inspection you will see that picture B has 10 differences - can you spot them?

**WIN SOME
ACTIVISION SOFTWARE
OF YOUR CHOICE!**

There will be five top winners who will each win a year's worth of Activision software of their choice (see the letter in the Software Catalogue page 17) - we don't forget to include this information in your entry form.

Name Age

Address

FC09

Membership No.

WHAT TO DO

Circle the 10 differences in picture B with a coloured pen. Complete the entry for it and post it to the address given. To reach us and later than Thursday, 28th February, 1989.



Picture A



Picture B

I would like to win the following piece of Activision Software:

Title

System

Send your entry form to:
Activision Software Club

Spot the Difference
Competition

137 Parkside Road
Maidenhead
Berks SL6 1PP

Oldie But Goodie Competition

Activision have been making game cartridges for some time now and we know from your feedbacks much you all enjoy the "older" titles. Here's your chance to win one of the following titles - there will be three winners for each title.

Name Age

Address

FC09

My present dream is the

Activision game cartridge

"Oldie But Goodie" the cartridge you wish win

PIRATES
for Atari FC5

STAMPIDE
for Intellivision

BRIDGE
for Atari FC5

RA BOOM
for Atari FC5

GRAND PRIX
for Atari FC5

SEABASTER
for Atari FC5

Return your design to: **Oldie But Goodie Competition, Activision Software Club, 137 Parkside Road, Maidenhead, Berks SL6 1PP**

WHAT TO DO

We'd like you to put your artistic talents to the test and design a colourful Ad (30 cm x 10 cm) using any one of the above titles and if your design is a winner - there's the title you will receive.

Just complete the entry form with other details on back & to your nearest friends. The closing date for the competition is Thursday, 28 February, 1989.

ONSI... COMPETITIONS! ... COMPETITIONS! ... COMPETITIONS! ... COM

NEW Ghostbusters Hits the London Scene

Activision decided to do something really crazy on Halloween night! We invited 300 special people—musicians, entertainers, models—and lots of London-based football club High Scores—to a special premiere of the film at London's Premiere Cinema, in the heart of the city.

Jim Levy, Activision's President, came over specially, and Post, for the evening, was our U.K. Managing Director Geoff Heath. Everyone went into the audience, watching our special "Trick or Treat" bags containing prizes and other goodies like knee-hungry pants at buy-alike glut for the evening—and everyone enjoyed the film. As Geoff Heath said afterwards: "The Ghostbusters formula just can't fail—Ghostbusters: the computer game is going to be a fabulous success in the U.K. and throughout the world!" See if you can! Tap! the Controls! That's our motto—Tap! the Controls! If you were there...



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James says it regularly. "When corporations are marginalized and marginalized companies like ours are the business," she says, "opening local-level offices for our Members in the South, creating these small networks."

According to DGL, TheFlowAnything is the first popularly used price forecasting model built on the market today. It has a recommended configuration of 1.6M. Current cost of double tags, equity plans. The flow has a unique action, long and short, a combination of the two with different action, the flow.

Call The Green Group today for special
pricing on any of our products.



Abstract

[illegible]

Thus, I argue, despite the efforts of these organizations, the political and economic changes in the region – in particular, Russia's new foreign policy and economic relations with the world economy –

First I say, definitely a recommended read (4.5/5). Some good examples available as often as you change video games, and there are some interesting first-hand accounts too. A more selective reader would

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Conclusions (i) the dual HCl, and acetone and Dioxane-Hydroxyene give a similar behavior.



Figure 1



SPECIAL OFFER ORDER FORM

Please provide the **Time Being Reported at 11:11:55 each**
 Please provide the **Rating Reported at 11:11:55 each**
 I ENCLOSURE ATTACHED BELOW IF CHECKED ☐ (optional to Applicant)
 PLEASE PRINT MY ADDRESS ☐ BUSINESSCARD ☐ (please use returned form)
 CARD NO.
 EXPIRATION DATE

The Architecture Software Unit (ASU) 15700000 Road
 Richmond, B.C. V6V 1K9

1. **Introduction**
 2. **Background**
 3. **Methodology**
 4. **Results**
 5. **Conclusion**

1000

Abstract

Abstract

ACTIVISION[®] SOFTWARE CLUB

WHAT'S IN IT FOR YOU

You'll have realised, of course, that we at Activision Ltd. originally set up our Club for Atari VCS owners, and we called it the Activision Fun Club. Thousands and thousands of you joined, and everyone realised we were the best Club around – and told us so. We were suitably flattered, and thus, we hope, motivated to produce an interesting magazine, to tell you all about what other gamers are up to, and our newest software releases.

More and more software – for more and more systems

As you know, the structure of the U.K. home computer software market has changed continuously over the past twelve months or so. Activision is now producing computer games, as you will have seen, for all the most popular systems.

Our major strength (apart from brilliant software) is our ability to translate gameplay from one system to another. Making only account for the strengths and weaknesses – 'nuances' is a good word! – of each and every system. Our computer games aren't just adapted for the system they are put on: they are redesigned and reprogrammed to suit the system, and you!

With so many other system owners buying our software, we have enabled many thousands of new Members to the Club during 1985.

And now, from January 1986, we are going to re-launch the Activision Club – as the **Activision Software Club**. For only £5 a year, Members of the new Club will receive their own fully documented Members Pack, plus three issues of the magazine each year – and have automatic access to all the other services you can read about overleaf.

The first issue of the new-style Activision Software Club's magazine will be published in Spring 1986. So fill out our Club Application Form on page 16 – and we'll see you there!

£5

Taking a photograph of your On-Screen High Score

Remember that you may think you follow these instructions: DO NOT USE A FLASH! But this may mean the light from your screen is enough. When in doubt, turn on all the lights in the room. Sometimes we're talking too photographic without any, really most of the time you're without. Printing that, show up clearly. It's all our best.

Store Camera: store all three methods we've tried with some success – better as long as you don't use another.
1. Use an ASA rating of 400, set lens on 100 and expose film for 2 to 3 seconds. Use a tripod if you can.
2. For 100 ASA film shoot at 1/100 of a second using the widest lens opening (wide open).
3. For 400 ASA, one of our Members, D.A. Gurn, recommends 1/800 sec your aperture at 2.8. Camera with bulb, about 1/2 shutter (aperture manual, steady light).
Camera: Canon 104 and 110.
Don't shoot through a window as this means the camera lens, opening as well as possible, will be steady.

Flash: probably the most popular method. Flash film has an ASA of 500 and is light from the TV screen is usually sufficient. Hold steady!



Ten Good Reasons Why you should join the **ACTIVISION** SOFTWARE CLUB Just £5 for a year's Membership

2

Super ACTIVISION SOFTWARE CLUB EDITION
(valued)

1

FULL MEMBERSHIP DOCUMENTATION
Subscription facts, including exclusive Membership Card

3

REGULAR MAGAZINE
The Activision Software Club Magazine is published three times a year. It's packed full of news, reviews, contributed articles and useful information for our Members.

4

TECHNICAL TROUBLESHOOTING
Active! or Software Club Members have access to our personal London hotline numbers. So if you need advice, sorting out a game problem, or if you just feel like a chat – or eggging on!

5

MONTHLY MAILING SECRETARAT

Our office staff have run the Activision Club for years – they'll be pleased to help you in any way they can. Make sure your letters are answered, your comments and requests passed on – and generally keep a good time-keeping record of the letters you and the Club.

6

Introduce ACTIVISION to it's FIVE MILLION
If you'd like to pass letters of your club with people of a similar mindset, round the world.

8

COMPETITIONS
In every issue of the Activision Software Club magazine there are great free-entry competitions with substantial prizes for Members.

7

WOL GIVING AS COMING
A unique service for those PCs enthusiasts may like to contain each other to exchange ideas, game, code, ideas, stories and experiences with other Members. We put you in touch with one another you do the exchange yourself.

9

OFFER
The Activision Software Club has exclusive Offers for Members – some products at very special prices!

10

PERFORMANCE RECORDS
Our quarterly high-score lists, reward Members present an Activision computer games family, your high score photographs, and we'll award the Activision title of your choice to the top scorer each current game. You start a year.

You get all this, and so much more, as a Member of the Activision Software Club! It's our special offer on Memberships, and your Membership can be yours for just £5.



APPLICATION FORM

I wish to become a Member of the Activision Software Club, and enclose my cheque/postal order for £5 (made out to Activision) for a year's Membership.

FIRST NAME Surname/initials

SURNAME Membership No.

AGE GROUP ☐ 11 or under ☐ 12 to 17 ☐

(tick one) ☐ 18 to 25 ☐ 26 or over ☐

ADDRESS

POSTCODE

(It is essential that you fill out your postcode)

Have a game with
Sick Lord and tell me (year of purchase)
Jant W3 ☐ bought in 197.../198...
Madmax ☐ bought in 197.../198...
Telestrator ☐ bought in 198...
Other ☐ State brand...
bought in 197.../198...

Have a home computer
Sick Lord and tell me (year of purchase)
Jant ☐ bought in 198...
Commodore 64 ☐ bought in 198...
Sinclair Spectrum ☐ bought in 198...
Amstrad ☐ bought in 198...
MSX ☐ bought in 198...
Other ☐ State brand...
bought in 197.../198...

To: Activision Software Club
107 Portman Road, Mayfield Road, Barks, GLA 10P
Telephone: Maidenhead (0628) 714 71

Please fill this Application form in by enclosing with your cheque or postal order (made out to Activision) and post it to the address opposite.